HOW TO PLAY PACHINKO

1. Put approximately 15% of the pachinko balls into the feeding tray(2). Push down on the playing lever(5) with the thumb of your right hand and let it flip back up. Now the game is ready to play. If there are not enough balls in the supply tray(1), the machine will automatically lock and the game will not play off. Always be sure that there are balls in the supply tray(8). This is the first thing to check if your machine does not run properly.

2. Shooting the balls into different positions on the playing board varies according to how hard you push down on the playing lever(5) and the position of the fingers on the trigger on the trigger rest(7). To adjust the tension on the playing lever pull the spring lock off the wall(21) where it is attached, move right and replace on the rail. If it is not easy for you to load the prize balls, adjust the nail-stone in the win pocket(1) slightly wider with a small hammer or a small plier.

3. Balls are shot upward into the playing board - more or at a time if you wish - and fall downward through guiding nails, moving left and right irregularly on their own and sometimes entering a win pocket, as you wish.

4. When the balls get low in the supply tray(8), refill from the plastic storage cup(14) and continue to play. If you run out of balls in the feeding tray(2), refill from the same plastic cup.

5. To remove the balls from the feeding tray(3) slide the feeding tray release(4) to your left. The balls will fall into the receiving tray(6).

6. Don't use any oil for cleaning the balls.

CAUTION

NO ELECTRICAL SOURCE IS NEEDED TO PLAY PACHINKO. Gravity does the job by pulling the steel balls through the machine. The steel balls thereby activate a series of springs and levers making the PACHINKO perform. The light built into your PACHINKO machine is not set up to operate. This light was designed to briefly activate when a player hits a jackpot, but since it was designed to operate on 10 volt Japanese wiring system (which is not available in the United States) no provision has been made to activate this system.

CAUTION: DO NOT HOOK UP THESE WIRES TO REGULAR 120 VOLT HOUSEHOLD CURRENT - RESULTS WOULD BE EXTREMELY DANGEROUS.
Face designs will vary but parts identification will remain the same.

1. Place your machine on a flat level surface. Take the two metal stand brackets and place them on the bottom of the machine as illustrated #1 to #6. The top of the machine should be placed close to the ground by pushing the bracket by hand #6. And move the machine from the edge of the machine as possible. Put vinyl covering over bottom of stand brackets to prevent marking furniture or other surfaces. Never lay your packinko machine flat on its face or back.

2. Open the front panel by lifting hard on the panel locking lever(#17). Lift out the plastic face plate and remove the protective covering from both sides of the plate, and if the plate has no covering then ignore this paragraph. Replace the plastic in the groove that is closest to the game playing surface when the front panel is closed.

3. Dump lever (15) is always in shut position by spring but please check. Otherwise the balls stored in the supply tray(#8) flow down automatically and are discharged into plastic storage cup(#13) through the ball channel. Then approximately 85% of the balls into the supply tray(#8). The pay off locking device(#16) will swing to the right. As you use the balls in the machine, the pay off locking device(#15) will swing back to the left. Your machine will then stop paying off. All you need to do is pour the balls gathered in the storage cup(#13) into the supply tray(#8) and the machine will again be ready to play. The locking device(#16) act independently so both must be to the right. This prcedure must be followed immediately after your machine stops paying off.

4. Before you begin to play — push correcting bar(#11) up. This action will move the pay off actuator(#9) from a downward sloping position to an upward sloping position. If the supply tray(#8) runs dry your machine will not pay off when you get a jackpot and the jackpot balls will jam in the back. The first time your machine does not play off when you hit a jackpot — put more balls in supply tray(#8) as mentioned in #5, and the unpaid jackpot will automatically pay off. But if you want and jackpot balls begin to collect or the back of the machine they will jam in the back.

5. When a ball enters a win pocket it falls down and actuates the pay off actuator(#9). The inerlocking device(#12) opens and sends 15 prize balls to the leading tray(#2) and the jackpot ball falls through the jackpot ball channel(#19) and will land in the plastic storage cup(#14) which you have placed on the machine in the storage cup position(#13). As the balls are delivered to the feeding tray(#2), the ball rings — no power source is needed for this.

6. Balls that land in the last ball hole(#3) are carried through the last hole channel(#20) and land in the plastic storage cup(#14) which you have placed on the machine in the storage cup position(#13).

7. When removing the balls entirely from the rear of your machine, until the dump lever(#15) to the left. Balls in the supply tray(#8) flow through the machine are discharged into the plastic storage cup(#14) which you have placed in the storage cup position(#13). Repeation dump lever(#15) — take your hand off from the dump lever — now so that when you reload your machine the balls do not fall all over the floor. To remove the balance of the balls, move the interlocking device(#16) to the right and hold them, then push up and down continuously on the #18 pay off lever(#18) until no more balls fall into the plastic storage cup(#14).

8. Every so often take all of the balls out of the machine and clean them with a soft, lintless cloth like an old T-shirt. This will prolong the life of your machine. Never transport packinko in its box without first removing all of the balls from inside the machine. Flip the playing lever(#5) to be sure no balls are in the playing mechanism.